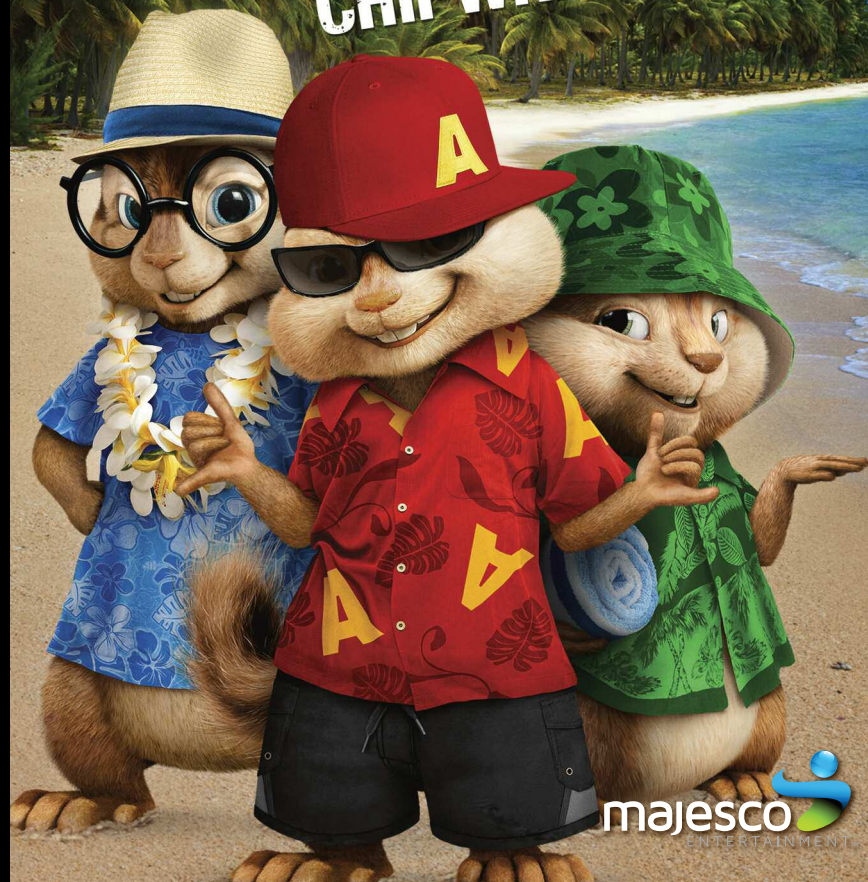




XBOX 360

KINECT™

ALVIN AND THE CHIPMUNKS™ CHIPWRECKED



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majesco
ENTERTAINMENT

⚠ WARNING Before playing this game, read the Xbox 360® console instructions, KINECT sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement hardware manuals, go to www.xbox.com/support or call Xbox Customer Support.

For additional safety information, see the inside back cover.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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Controls

The Kinect will track your every move! Follow the Chipmunks on the screen as if you were looking into a mirror. If you follow their moves correctly, you'll earn big points that could help you unlock goodies and even earn you some trophies.

On Screen Display

The on screen display will help you get rocking with Alvin and his Chipmunk friends in no time:



The Chipmunks

Follow the moves of your chosen munk in time to the beat; the closer to the beat you perform the move, the more points you will earn!

Lyrics

Sing along to your favorite Chipmunk tunes by following the lyrics as they appear on the top of the screen.

Cue Cards

Follow the cards on the bottom of the screen as they show you what dance moves are next. As you match the Chipmunks move for move, the current cue card will light up yellow for a partial score, green for a good score, and blue for Munktastic points! This feature can be disabled in the Options menu.

Points & Stars

The more on beat you dance, the more points you earn. As your points accumulate, so do the number of stars you earn for each song. Earned stars unlock new outfits, hats, and accessories for your Chipmunks.

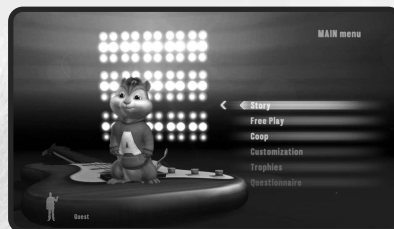
Munk Power Meter

Perform fantastic dancing moves to increase your score by filling up your "Munk Power" meter.

Questionnaire

Answer a few questions to learn which of the six Chipmunks suits your personality most: Alvin, Simon, Theodore, Brittany, Jeanette and Eleanor are all playable characters!

Main Menu



At the Main Menu, select from:

Story

Experience the movie in Story Mode where stages are inspired by the film with short cutscenes. Unlock songs as the story progresses through stages including the Jungle, Docks, Cabin, and Tiki Club!

Free Play

Jump right into the action and play any songs in Freeplay Mode.

Co-op

Team up with a friend and have a dance party to earn the highest score in two player Co-op mode.

Customization

Customize your characters by choosing across four categories including shirts, hats, glasses, and bling!

Trophies

Earn different types of trophies based on your performance and put them on display!

Questionnaire

Answer a few questions about yourself to learn which Chipmunk is right for you.

Options

Change game settings, synchronize your Kinect camera, replay tutorials and more.

Co-Op

Team up with a friend and take turns dancing as your favorite Chipmunk or Chipette! Watch for the on-screen messages "Player 1 Get Ready" and "Player 2 Get Ready" to know when it's your turn to show off your moves with your chosen Munk!



Xbox LIVE

Xbox LIVE® is the online game and entertainment service for Xbox 360®. Just connect your console to your broadband Internet service and join for free. You can get free game demos and instant access to HD movies (sold separately) – with KINECT, you can control HD movies with the wave of a hand. Upgrade to an Xbox LIVE Gold Membership to play games online with friends around the world and more. Xbox LIVE is your connection to more games, entertainment, and fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

How to Get Help with KINECT

Learn More on Xbox.com

To find more information about KINECT, including tutorials, go to www.xbox.com/support.

Credits

Behaviour Interact Inc.

Production Team

Producer

Jean-Francois Pelletier

Lead Game Designer

Stephane Brochu

Game Designer

Philippe Poulin

Technical Director -

Programming

Veronique Bruneau

Art Director

Sophie Ouellet

Lead Game Programmer

Alexandre Gauthier

Game Programmers

Félix Dagenais Bourgeois

Mihai Draghici

Dominic Lavalée

Jean-François Tremblay

Lead Artist

Gregory Bourne

3D Artists

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Audrey Flamand-Lapointe

Christine Mimeault

Frédéric Pageau

Christopher Snow

Christine Turcotte

Catalin Vulcanescu

VFX Artist

Laurent Gignac

Concept Artist

Christian Mercier

Mathieu Duchesne

Technical Animator

Mathieu Berubé

Animator and

Choreographer

Percy Pinto

Animators

Steve Allard

Daniel Desbiens

Éric Rouer

Nino Thephavong

Graphic Interface Designers

Filip Marcus Aleksandrow

Christine Marsh

Technical Audio Director

Jean-Frédéric Vachon

Sound Designers

Ian Chuprun

Frédéric Poirier

QA Test Lead

Catherine Lecours

Management

Executive Producer/ President

Rémi Racine

Head of Studio

Yves Lachance

Chief Technology Officer

Martin Walker

Executive Producer

Wayne Meazza

Senior VP Business Development

Jamie Leece

Creative Director

Dominick Meissner

Key Support Staff

Sr. Director Development Services

Liza Wood

Administrative Director

Jean-Martin Masse

Finance Director

Serge Marcotte

Behaviour Special Thanks

Stephane Magnan

Martin Saindon

Michael Schwenk

David Sasson

Justin Gauthier

Shelley Power

Phillip Shatilla

Friends and Families

Majesco Entertainment

CTO

Kevin Ray

Executive Producer

Matt Marsala

Producer

Taiki Homma

Creative Director

Joseph Sutton

Director, Business Development

Adam Sutton

Senior Vice President and Chief Marketing Officer

Christina Glorioso

Vice President, Marketing

Liz Buckley

Senior Product Manager

Tony Chien

Research Manager

Richard Barrett

Assistant Product Manager

Pete Rosky

Marketing Coordinator

Manny Hernandez

Director of

Creative Services

Leslie Mills DeMarco

SVP of Publishing

Jo Jo Faham

SVP of Business

and Legal Affairs

Adam Sultan

Paralegal/Contract

Administrator

Anna Salmas

Director of Technology

Paul Campagna

IT Manager

Kevin Tsakonas

QA Manager

Eric Jezercak

Project Lead

Joe Ronquillo

Additional Production Support

Russell Mock

Steven Travers

Special Thanks

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Gabrielle Cahill

Anna Chapman

Fox Consumer Products

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Robert Marick

Senior Vice President, Global New Media

Gary Rosenfeld

Senior Vice President, Global Brand Management

Pam Kunick-Cohen

Vice President, Production

Andre Emerson

Vice President, Business and Legal Affairs

Richard Borsini

Director, Marketing

Jennifer Daniels

Assistant Producer

Andrew Krensky

Production Coordinator

Ben Lioe

New Media Assistant

Sean Nagasawa

Special Thanks

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Christina Garberson

Amy Driscoll

Jonathan Linn

Ryan Boyle

Janie Freedman

Wendell Riggins

Hope Albertson

Robin Geisen

Bagdasarian Productions

Voices by

Ross Bagdasarian

Janice Karman

Vanessa Bagdasarian

Babel Media

External Testing

Project Managers

Isabelle Coulombe

Paul Mewis

Functional QA

Michael Morneau - Senior QAC

Frederic Gill - Lead/QAC

Lindsey Lachance

Larry Greene

Kenny Fung

Thomas Mazzarelli

Antonni Laveault

Jason Condemi

Sarah Craig

Compliance

Brian Lolly

Sylvio Forget

Louis Russo

Linda Komsic

Localisation QA

David Lopez Aragon - QAC

Gaëlle D'Addario - Senior tester

Song Credits

All Day and All of the Night

Written by Ray Davies. Published by Jayboy Music Corp. (BMI) and administered by Sony/ATV Songs LLC (BMI). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

All Star

Written by Greg Camp. Published by Warner-Tamerlane Music Publishing and Squish Moth Music (BMI). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Beat It

Written by Michael Jackson. Published by MJac Music (BMI). Administered by Warner-Tamerlane Music Publishing. Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Bring It On

Written by All Dee Theodore, Julian Davis and Jason Glead. Published by Fox Film Music Corp. (BMI), New Enterprises Music, Inc. (BMI) and Canas One Music (BMI). Performed by Alvin and The Chipmunks. Courtesy of Twentieth Century Fox Film Corporation and New Regency Productions, Inc.

California Dreamin'

Written by Michelle Gilliam, John Phillips. Published by Universal Music Corp. (ASCAP). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

The Chipmunk Song

Written by Ross Bagdasarian. Published by Bagdasarian Productions (ASCAP). Performed by Alvin and The Chipmunks. Courtesy of Twentieth Century Fox Film Corporation and New Regency Productions, Inc.

Crocodile Rock

Written by Elton John and Bernie Taupin. Published by Universal - Songs of Polygram Int'l Inc. o/b/o Universal/Dick James Music (BMI). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Hit Me With Your Best Shot

Written by Ed Schwartz. Published by Sony/ATV Music Publishing Canada (SOCAN). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

I Fought The Law

Written by Sonny Curtis. Published by Sony/ATV Acuff Rose Music (BMI). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

It's Tricky

Written by Darryl McDaniels, Jason Mizell, Joe Simmons and Rick Rubin. Published by Protons Inc. Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Just Like Heaven

Written by Simon Gallup, Robert Smith, Paul Thompson, Laurence Tolhurst and Boris Williams. Published by Universal Music - MGB Songs o/b/o Ricton Songs Ltd. (ASCAP). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Karma Chameleon

Written by Michael Craig, Roy Hay, Jon Moss, George O'Dowd and Phil Pickett. Published by EMI Virgin Songs, Inc. (BMI), EMI Virgin Music, Inc. (ASCAP) and Universal Music - MGB Songs o/b/o Imaginem Ent. Ltd. (ASCAP). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Kids In America

Written by Ricky Wilde and Marty Wilde. Published by Finchley Music Corp. (ASCAP). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

La Bomba

Written by Richie Valens. Published by Warner-Tamerlane Publishing Corp. (BMI) and EMI Virgin Songs, Inc. d/b/a EMI Longitude Music (BMI). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Life Is A Highway

Written by Thomas Cochrane. Published by Universal Music - MGB Songs o/b/o of Itself and Sky is Falling Entertainment (ASCAP). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Love Shack

Written by Kate Pierson, Fred Schneider, Keith Strickland and Cynthia Wilson. Published by EMI April Music, Inc. (ASCAP) and EMI Blackwood Music, Inc. (BMI). Performed by The Chipmunks and The Chipettes. Courtesy of Bagdasarian Productions.

Oh Pretty Woman

Written by Roy Orbison and Bill Dees. Published by BMG Chrysalis and Barbara Orbison Music Company (BMI) and Sony/ATV Acuff Rose Music (BMI). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Only Wanna Be With You

Written by Mark Bryn, Dean Felber, Jim Sonefeld and Darius Rucker. Published by EMI April Music, Inc. (ASCAP). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Play That Funky Music

Written by Robert Farnise. Published by Bema Music a division of Sweet City Records Inc. and RWP Music (ASCAP). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Shake Your Groove Thing

Written by Dino Fekris and Frederick Perren. Published by Universal - Polygram Int'l Publishing Inc. o/b/o Itself and Perren-Vibes Music, Inc. (ASCAP). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Stayin' Alive

Written by Barry Gibb, Maurice Gibb and Robin Gibb. Published by Universal Music - Careers o/b/o Universal Music Publishing Int'l. MGB Ltd. (BMI) and Crompton Songs administered by Warner-Tamerlane Publishing Corp. (BMI). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Surfin' Safari

Written by Brian Wilson and Mike Love. Published by Bug Music Inc. (BMI). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Turn The Beat Around (Love To Hear Percussion)

Written by Peter Jackson Jr. and Gerald Jackson. Published by Unichappell Music Inc. (BMI). Performed by The Chipmunks and The Chipettes. Courtesy of Bagdasarian Productions.

Video Killed The Radio Star

Written by Geoffrey Downes, Trevor Horn and Bruce Woolley. Published by Universal-Polygram Int'l Publishing, Inc. o/b/o Universal-Island Music Ltd. (ASCAP) and Carbert Music Inc. (BMI). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Walkin' On The Sun

Written by Steven Harwell, Gregory Camp, Paul Delsie and Kevin Iannello. Published by Warner-Tamerlane Publishing Corp and Squish Moth Music (BMI). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

We're The Chipmunks (Deetown Remix)

Written by J. Karman and C. Caswell. Published by Karman Ross Music (BMI) and Kester Music (ASCAP). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Whip It

Written by Gerald Casale and Mark Mothersbaugh. Published by EMI Virgin Music, Inc. (ASCAP). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

Witch Doctor

Written by Ross Bagdasarian. Published by Ross Bagdasarian, Adam Bagdasarian and Carol Bagdasarian (ASCAP) and Monarch Music Company (ASCAP). Performed by Alvin and The Chipmunks. Courtesy of Twentieth Century Fox Film Corporation and New Regency Productions, Inc.

You Really Got Me

Written by Ray Davies. Published by Jayboy Music Corp. (BMI) and administered by Sony/ATV Songs LLC (BMI). Performed by Alvin and The Chipmunks. Courtesy of Bagdasarian Productions.

You Spin Me Round (Like A Record)

Written by Peter Burns, Stephen Coy, Michael Percy and Timothy Lever. Published by Warner/Chappell Music Ltd and Burning Music Ltd. Administered by WE Music Corp. (ASCAP) and Rayner Music o/b/o Westbury Music (ASCAP). Performed by Alvin and The Chipmunks. Courtesy of Twentieth Century Fox Film Corporation and New Regency Productions, Inc.

Middleware

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Playing KINECT Safely

Make sure you have enough space so you can move freely while playing. Gameplay with KINECT may require varying amounts of movement. Make sure you won't hit, run into, or trip over other players, bystanders, pets, furniture, or other objects when playing. If you stand or move during gameplay, you need good footing.

Before playing: Look in all directions (right, left, forward, backward, down, and up) for things you might hit or trip over. Be sure your play area is far enough away from windows, walls, stairs, etc. Make sure there is nothing you might trip on—for example, toys, furniture, loose rugs, children, pets, etc. If necessary, move objects or people out of the play area. Don't forget to look up—be aware of light fixtures, fans, or other objects overhead when assessing the play area.

While playing: Stay far enough away from the television to avoid contact. Keep enough distance from other players, bystanders, and pets—this distance may vary between games, so take account of how you are playing when determining how far away you need to be. Stay alert for objects or people you might hit or trip on—people or objects can move into the area during gameplay, so you should always be alert to your surroundings.

Make sure you always have good footing while playing. Play on a level floor with enough traction for the game activities, and make sure you have appropriate footwear for gaming (no high heels, flip flops, etc.) or are barefoot if appropriate.

Before allowing children to use KINECT: Determine how each child can use KINECT and whether they should be supervised during these activities. If you allow children to use KINECT without supervision, be sure to explain all relevant safety and health information and instructions. **Make sure children using KINECT play safely** and within their limits, and make sure they understand proper use of the system.

To minimize eyestrain from glare: Position yourself at a comfortable distance from your monitor or television and the KINECT sensor; place your monitor or television and KINECT sensor away from light sources that produce glare, or use window blinds to control light levels; choose soothing natural light that minimizes glare and eyestrain and increases contrast and clarity; and adjust your monitor's or television's brightness and contrast.

Don't overexert yourself. Gameplay with KINECT may require varying amounts of physical activity. Consult a doctor before using KINECT if you have any medical condition or issue that affects your ability to safely perform physical activities or if you are or may be pregnant; you have heart, respiratory, back, joint, or other orthopedic conditions; you have high blood pressure or difficulty with physical exercise; or you have been instructed to restrict physical activity. Consult your doctor before beginning any exercise routine or fitness regimen that includes KINECT. Do not play under the influence of drugs or alcohol, and make sure your balance and physical abilities are sufficient for any movements while gaming.

Stop and rest if your muscles, joints, or eyes become tired or sore. If you experience excessive fatigue, nausea, shortness of breath, chest tightness, dizziness, discomfort, or pain, STOP USING IMMEDIATELY, and consult a doctor.

See the Healthy Gaming Guide at www.xbox.com for more information.